



INDIANA
DEPARTMENT *of*
EDUCATION

2023 INDIANA ACADEMIC STANDARDS **SCIENCE**

KINDERGARTEN



Indiana Academic Standards Context and Purpose

Introduction

The Indiana Academic Standards for Kindergarten Science are the result of a process designed to identify, evaluate, synthesize, and create high-quality, rigorous learning expectations for Indiana students.

Pursuant to Indiana Code (IC) 20-31-3-1(c-d), the Indiana Department of Education (IDOE) facilitated the prioritization of the Indiana Academic Standards. All standards are required to be taught. Standards identified as essential for mastery by the end of the grade level are indicated with the word “Essential” under the standard number.

The Indiana Academic Standards are designed to ensure that all Indiana students, upon graduation, are prepared with essential knowledge and skills needed to access employment, enrollment, or enlistment leading to service.

What are the Indiana Academic Standards and how should they be used?

The Indiana Academic Standards for Grades K-12 Science are based on *A Framework for K-12 Science Education* (NRC, 2012) and the Next Generation Science Standards (NGSS Lead States, 2013). The following conceptual shifts reflect what is new about these science standards. The Indiana Academic Standards for Science:

- Reflect science as it is practiced and experienced in the real world;
- Build logically from kindergarten through grade 12;
- Focus on deeper understanding as well as application of content; and
- Integrate practices, crosscutting concepts, and core ideas.

The K-12 Science Indiana Academic Standards outline the knowledge, science, and engineering practices that all students should learn by the end of high school. The standards are three-dimensional because each student performance expectation engages students at the nexus of the following three dimensions:

- **Dimension 1** describes scientific and engineering practices.
- **Dimension 2** describes crosscutting concepts, overarching science concepts that apply across science disciplines.
- **Dimension 3** describes core ideas in the science disciplines.

Science and Engineering Practices (as found in NGSS)

The eight practices describe what scientists use to investigate and build models and theories of the world around them or that engineers use as they build and design systems. The practices are essential for all students to learn and are as follows:

1. Asking questions (for science) and defining problems (for engineering);
2. Developing and using models;

3. Planning and carrying out investigations;
4. Analyzing and interpreting data;
5. Using mathematics and computational thinking;
6. Constructing explanations for science and designing solutions for engineering;
7. Engaging in argument from evidence; and
8. Obtaining, evaluating, and communicating information.

Crosscutting Concepts (*as found in NGSS*)

The seven crosscutting concepts bridge disciplinary boundaries and unit core ideas throughout the fields of science and engineering. Their purpose is to help students deepen their understanding of the disciplinary core ideas, and develop a coherent, and scientifically based view of the world. The seven crosscutting concepts are as follows:

1. *Patterns*. Observed patterns of forms and events guide organization and classification, and prompt questions about relationships and the factors that influence them.
2. *Cause and Effect: Mechanism and Explanation*. Events have causes, sometimes simple, sometimes multifaceted. A major activity of science is investigating and explaining causal relationships and the mechanisms by which they are mediated. Such mechanisms can then be tested across given contexts and used to predict and explain events in new contexts.
3. *Scale, Proportion, and Quantity*. In considering phenomena, it is critical to recognize what is relevant at different measures of size, time, and energy and to recognize how changes in scale, proportion, or quantity affect a system's structure or performance.
4. *Systems and System Models*. Defining the system under study—specifying its boundaries and making explicit a model of that system—provides tools for understanding and testing ideas that are applicable throughout science and engineering.
5. *Energy and Matter: Flows, Cycles, and Conservation*. Tracking fluxes of energy and matter into, out of, and within systems helps one understand the systems' possibilities and limitations.
6. *Structure and Function*. The way in which an object or living thing is shaped and its substructure determines many of its properties and functions.
7. *Stability and Change*. For natural and built systems alike, conditions of stability and determinants of rates of change or evolution of a system are critical elements of study.

Disciplinary Core Ideas (*as found in NGSS*)

The disciplinary core ideas describe the content that occurs at each grade or course. The K-12 Science Indiana Academic Standards focus on a limited number of core ideas in science and engineering both within and across the disciplines and are built on the notion of learning as a developmental progression. The Disciplinary Core Ideas are grouped into the following domains:

- Physical Science (PS)
- Life Science (LS)
- Earth and Space Science (ESS)

- Engineering, Technology and Applications of Science (ETS)

While the Indiana Academic Standards establish key expectations for knowledge and skills and should be used as the basis for curriculum, the standards by themselves do not constitute a curriculum. It is the responsibility of the local school corporation to select and formally adopt curricular tools, including textbooks and any other supplementary materials, that align with Indiana Academic Standards. Additionally, corporation and school leaders should consider the appropriate instructional sequence of the standards as well as the length of time needed to teach each standard. Every standard has a unique place in the continuum of learning, but each standard will not require the same amount of time and attention. A deep understanding of the vertical articulation of the standards will enable educators to make the best instructional decisions. These standards must also be complemented by robust, evidence-based instructional practices to support overall student development. By utilizing strategic and intentional instructional practices, other areas such as STEM and employability skills can be integrated with the content standards.

Acknowledgments

The Indiana Department of Education appreciates the time, dedication, and expertise offered by Indiana's K-12 educators, higher education professors, representatives from business and industry, families, and other stakeholders who contributed to the development of the Indiana Academic Standards. We wish to specially acknowledge the committee members, as well as participants in the public comment period, who dedicated many hours to the review and evaluation of these standards designed to prepare Indiana students for success after graduation.

References

- National Research Council. 2012. *A Framework for K-12 Science Education: Practices, Crosscutting Concepts, and Core Ideas*. Washington, DC: The National Academies Press. <https://doi.org/10.17226/13165>.
- NGSS Lead States. 2013. *Next Generation Science Standards: For States, By States*. Washington, DC: The National Academies Press.

How to Read the Indiana Academic Standards for K-12 Science

Standard Number	Title	The title for a set of performance expectations is not necessarily unique and may be reused at several different grade levels.
Students who demonstrate understanding can:		
Standard Number	Performance Expectation: A statement that combines practices, core ideas, and crosscutting concepts together to describe how students can show what they have learned. [Clarification Statement: A statement that supplies examples or additional clarification to the performance expectation.]	
Essential		
Science and Engineering Practices	Disciplinary Core Ideas	
	Disciplinary Core Ideas are concepts in science and engineering that have broad importance within and across disciplines as well as relevance in people's lives.	
	To be considered core, the ideas should meet at least two of the following criteria and ideally all four:	
Connections to the Nature of Science	<ul style="list-style-type: none">Have broad importance across multiple sciences or engineering disciplines or be a key organizing concept of a single discipline.Provide a key tool for understanding or investigating more complex ideas and solving problems.Relate to the interests and life experiences of students or be connected to societal or personal concerns that require scientific or technological knowledge.Be teachable and learnable over multiple grades at increasing levels of depth and sophistication.	
	Disciplinary ideas are grouped in four domains: the physical sciences; the life sciences; the earth and space sciences; and engineering, technology, and applications of science.	
	A disciplinary core idea is identified as "(secondary)" when the other featured disciplinary core ideas connect to the science and engineering practices and crosscutting concepts as the main focus of the performance expectation.	
Connections to the Nature of Science	A boundary statement, where applicable, provides guidance regarding the scope of a performance expectation.	
	Crosscutting Concepts	
	Crosscutting concepts are seven ideas such as Patterns and Cause and Effect, which are not specific to any one discipline but cut across them all.	
Connections to the Nature of Science	Crosscutting concepts have value because they provide students with connections and intellectual tools that are related across the differing areas of disciplinary content and can enrich their application of practices and their understanding of core ideas.	
	Connections to Engineering, Technology and Applications of Science	
	<ul style="list-style-type: none">These connections are drawn from either the Disciplinary Core Ideas or Science and Engineering Practices.	

Note: Performance Expectations, Science and Engineering Practices, Disciplinary Core Ideas, and Crosscutting Concepts appear as defined in the Next Generation Science Standards.

K-PS2-1 Motion and Stability: Forces and Interactions

Students who demonstrate understanding can:

- K-PS2-1** **Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.** [Clarification Statement: Examples of pushes or pulls could include a string attached to an object being pulled, a person pushing an object, a person stopping a rolling ball, and two objects colliding and pushing on each other.]

Science and Engineering Practices**SEP.3: Planning and Carrying Out Investigations**

Planning and carrying out investigations to answer questions or test solutions to problems in K–2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions.

- With guidance, plan and conduct an investigation in collaboration with peers.

Connections to the Nature of Science**Scientific Investigations Use a Variety of Methods**

- Scientists use different ways to study the world.

Disciplinary Core Ideas**PS2.A: Forces and Motion**

- Pushes and pulls can have different strengths and directions.
- Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it.

PS2.B: Types of Interactions

- When objects touch or collide, they push on one another and can change motion.

PS3.C: Relationship Between Energy and Forces

- A bigger push or pull makes things speed up or slow down more quickly. (*secondary*)

Crosscutting Concepts**CC.2: Cause and Effect**

- Simple tests can be designed to gather evidence to support or refute student ideas about causes.

Note: Performance Expectations, Science and Engineering Practices, Disciplinary Core Ideas, and Crosscutting Concepts appear as defined in the Next Generation Science Standards.

K-PS2-2 Motion and Stability: Forces and Interactions

Students who demonstrate understanding can:

- K-PS2-2** **Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or a pull.** [Clarification Statement: Examples of problems requiring a solution could include having a marble or other object move a certain distance, follow a particular path, and knock down other objects. Examples of solutions could include tools such as a ramp to increase the speed of the object and a structure that would cause an object such as a marble or ball to turn.]

Science and Engineering Practices

SEP.4: Analyzing and Interpreting Data

Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.

- Analyze data from tests of an object or tool to determine if it works as intended.

Disciplinary Core Ideas

PS2.A: Forces and Motion

- Pushes and pulls can have different strengths and directions.
- Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it.

ETS1.A: Defining Engineering Problems

- A situation that people want to change or create can be approached as a problem to be solved through engineering. Such problems may have many acceptable solutions. (*secondary*)

Crosscutting Concepts

CC.2: Cause and Effect

- Simple tests can be designed to gather evidence to support or refute student ideas about causes.

Note: Performance Expectations, Science and Engineering Practices, Disciplinary Core Ideas, and Crosscutting Concepts appear as defined in the Next Generation Science Standards.

K-PS3-1 Energy

Students who demonstrate understanding can:

K-PS3-1 **Make observations to determine the effect of sunlight on Earth's surface.** [Clarification Statement: Examples of Earth's surface could include sand, soil, rocks, and water.]

Essential

Science and Engineering Practices

SEP.3: Planning and Carrying Out Investigations

Planning and carrying out investigations to answer questions or test solutions to problems in K–2 builds on prior experiences and progresses to simple investigations, based on fair tests, which provide data to support explanations or design solutions.

- Make observations (firsthand or from media) to collect data that can be used to make comparisons.

Connections to Nature of Science

Scientific Investigations Use a Variety of Methods

- Scientists use different ways to study the world.

Disciplinary Core Ideas

PS3.B: Conservation of Energy and Energy Transfer

- Sunlight warms Earth's surface.

Crosscutting Concepts

CC.2: Cause and Effect

- Events have causes that generate observable patterns.

K-PS3-2 Energy

Students who demonstrate understanding can:

K-PS3-2. **Use tools and materials provided to design and build a structure that will reduce the warming effect of sunlight on an area.** [Clarification Statement: Examples of structures could include umbrellas, canopies, and tents that minimize the warming effect of the sun.]

Science and Engineering Practices

SEP.6: Constructing Explanations and Designing Solutions

Constructing explanations and designing solutions in K–2 builds on prior experiences and progresses to the use of evidence and ideas in constructing evidence-based accounts of natural phenomena and designing solutions.

- Use tools and materials provided to design and build a device that solves a specific problem or a solution to a specific problem.

Disciplinary Core Ideas

PS3.B: Conservation of Energy and Energy Transfer

- Sunlight warms Earth's surface.

Crosscutting Concepts

CC.2: Cause and Effect

- Events have causes that generate observable patterns.

Note: Performance Expectations, Science and Engineering Practices, Disciplinary Core Ideas, and Crosscutting Concepts appear as defined in the Next Generation Science Standards.

K-LS1-1 From Molecules to Organisms: Structures and Processes

Students who demonstrate understanding can:

- K-LS1-1** **Use observations to describe patterns of what plants and animals (including humans) need to survive.** [Clarification Statement: Examples of patterns could include that animals need to take in food but plants do not; the different kinds of food needed by different types of animals; the requirement of plants to have light; and, that all living things need water.]
- Essential**

Science and Engineering Practices**SEP.4: Analyzing and Interpreting Data**

Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.

- Use observations (firsthand or from media) to describe patterns in the natural world in order to answer scientific questions.

Connections to Nature of Science

Scientific Knowledge is Based on Empirical Evidence

- Scientists look for patterns and order when making observations about the world.

Disciplinary Core Ideas**LS1.C: Organization for Matter and Energy Flow in Organisms**

- All animals need food in order to live and grow. They obtain their food from plants or from other animals. Plants need water and light to live and grow.

Crosscutting Concepts**CC.1: Patterns**

- Patterns in the natural and human designed world can be observed and used as evidence.

Note: Performance Expectations, Science and Engineering Practices, Disciplinary Core Ideas, and Crosscutting Concepts appear as defined in the Next Generation Science Standards.

K-ESS2-1 Earth's Systems

Students who demonstrate understanding can:

K-ESS2-1 Use and share observations of local weather conditions to describe patterns over time.

Essential

[Clarification Statement: Examples of qualitative observations could include descriptions of the weather (such as sunny, cloudy, rainy, and warm); examples of quantitative observations could include numbers of sunny, windy, and rainy days in a month. Examples of patterns could include that it is usually cooler in the morning than in the afternoon and the number of sunny days versus cloudy days in different months.]

Science and Engineering Practices**SEP.4: Analyzing and Interpreting Data**

Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.

- Use observations (firsthand or from media) to describe patterns in the natural world in order to answer scientific questions.

Connections to Nature of Science**Science Knowledge is Based on Empirical Evidence**

- Scientists look for patterns and order when making observations about the world.

Disciplinary Core Ideas**ESS2.D: Weather and Climate**

- Weather is the combination of sunlight, wind, snow or rain, and temperature in a particular region at a particular time. People measure these conditions to describe and record the weather and to notice patterns over time.

Crosscutting Concepts**CC.1: Patterns**

- Patterns in the natural world can be observed, used to describe phenomena, and used as evidence.

Note: Performance Expectations, Science and Engineering Practices, Disciplinary Core Ideas, and Crosscutting Concepts appear as defined in the Next Generation Science Standards.

K-ESS2-2 Earth's Systems

Students who demonstrate understanding can:

- K-ESS2-2** **Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.** [Clarification Statement: Examples of plants and animals changing their environment could include a squirrel digging in the ground to hide its food and tree roots can break concrete.]

Science and Engineering Practices
SEP.7: Engaging in Argument from Evidence

Engaging in argument from evidence in K–2 builds on prior experiences and progresses to comparing ideas and representations about the natural and designed world(s).

- Construct an argument with evidence to support a claim.

Disciplinary Core Ideas
ESS2.E: Biogeology

- Plants and animals can change their environment.

ESS3.C: Human Impacts on Earth Systems

- Things that people do to live comfortably can affect the world around them. But they can make choices that reduce their impacts on the land, water, air, and other living things. (*secondary*)

Crosscutting Concepts
CC.4: Systems and System Models

- Systems in the natural and designed world have parts that work together.

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K-ESS3-1 Earth and Human Activity	
<p>Students who demonstrate understanding can:</p> <p>K-ESS3-1 Use a model to represent the relationship between the needs of different plants and animals (including humans) and the places they live. [Clarification Statement: Examples of relationships could include that deer eat buds and leaves; therefore, they usually live in forested areas; and grasses need sunlight so they often grow in meadows. Plants, animals, and their surroundings make up a system.]</p>	
<p>Science and Engineering Practices</p> <p>SEP.2: Developing and Using Models</p> <p>Modeling in K–2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, storyboard) that represent concrete events or design solutions.</p> <ul style="list-style-type: none"> • Use a model to represent relationships in the natural world. 	<p>Disciplinary Core Ideas</p> <p>ESS3.A: Natural Resources</p> <ul style="list-style-type: none"> • Living things need water, air, and resources from the land, and they live in places that have the things they need. Humans use natural resources for everything they do.
	<p>Crosscutting Concepts</p> <p>CC.4: Systems and System Models</p> <ul style="list-style-type: none"> • Systems in the natural and designed world have parts that work together.

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K-ESS3-2 Earth and Human Activity	
Students who demonstrate understanding can:	
K-ESS3-2	Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather. [Clarification Statement: Emphasis is on local forms of severe weather.]
Essential	
<p>Science and Engineering Practices</p> <p>SEP.1: Asking Questions and Defining Problems</p> <p>Asking questions and defining problems in grades K–2 builds on prior experiences and progresses to simple descriptive questions that can be tested.</p> <ul style="list-style-type: none"> Ask questions based on observations to find more information about the designed world. <p>SEP.8: Obtaining, Evaluating, and Communicating Information</p> <p>Obtaining, evaluating, and communicating information in K–2 builds on prior experiences and uses observations and texts to communicate new information.</p> <ul style="list-style-type: none"> Read grade-appropriate texts and/or use media to obtain scientific information to describe patterns in the natural world. 	<p>Disciplinary Core Ideas</p> <p>ESS3.B: Natural Hazards</p> <ul style="list-style-type: none"> Some kinds of severe weather are more likely than others in a given region. Weather scientists forecast severe weather so that the communities can prepare for and respond to these events. <p>ETS1.A: Defining and Delimiting an Engineering Problem</p> <ul style="list-style-type: none"> Asking questions, making observations, and gathering information are helpful in thinking about problems. (<i>secondary</i>) <p>Crosscutting Concepts</p> <p>CC.2: Cause and Effect</p> <ul style="list-style-type: none"> Events have causes that generate observable patterns. <p>-----</p> <p>Connections to Engineering, Technology, and Applications of Science</p> <p>Interdependence of Science, Engineering, and Technology</p> <ul style="list-style-type: none"> People encounter questions about the natural world every day. <p>Influence of Engineering, Technology, and Science on Society and the Natural World</p> <ul style="list-style-type: none"> People depend on various technologies in their lives; human life would be very different without technology.

Note: Performance Expectations, Science and Engineering Practices, Disciplinary Core Ideas, and Crosscutting Concepts appear as defined in the Next Generation Science Standards.

K-ESS3-3 Earth and Human Activity	
<p>Students who demonstrate understanding can:</p> <p>K-ESS3-3 Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment. [Clarification Statement: Examples of human impact on the land could include cutting trees to produce paper and using resources to produce bottles. Examples of solutions could include reusing paper and recycling cans and bottles.]</p>	
<p>Science and Engineering Practices</p> <p>SEP.8: Obtaining, Evaluating, and Communicating Information</p> <p>Obtaining, evaluating, and communicating information in K–2 builds on prior experiences and uses observations and texts to communicate new information.</p> <ul style="list-style-type: none"> Communicate solutions with others in oral and/or written forms using models and/or drawings that provide detail about scientific ideas. 	<p>Disciplinary Core Ideas</p> <p>ESS3.C: Human Impacts on Earth Systems</p> <ul style="list-style-type: none"> Things that people do to live comfortably can affect the world around them. But they can make choices that reduce their impacts on the land, water, air, and other living things. <p>ETS1.B: Developing Possible Solutions</p> <ul style="list-style-type: none"> Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem’s solutions to other people. (secondary)
	<p>Crosscutting Concepts</p> <p>CC.2: Cause and Effect</p> <ul style="list-style-type: none"> Events have causes that generate observable patterns.

Note: Performance Expectations, Science and Engineering Practices, Disciplinary Core Ideas, and Crosscutting Concepts appear as defined in the Next Generation Science Standards.

K-2-ETS1-1 Engineering Design

Students who demonstrate understanding can:

K-2-ETS1-1 Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.

Science and Engineering Practices**SEP.1: Asking Questions and Defining Problems**

Asking questions and defining problems in K–2 builds on prior experiences and progresses to simple descriptive questions.

- Ask questions based on observations to find more information about the natural and/or designed world(s).
- Define a simple problem that can be solved through the development of a new or improved object or tool.

Disciplinary Core Ideas**ETS1.A: Defining and Delimiting Engineering Problems**

- A situation that people want to change or create can be approached as a problem to be solved through engineering.
- Asking questions, making observations, and gathering information are helpful in thinking about problems.
- Before beginning to design a solution, it is important to clearly understand the problem.

K-2-ETS1-2 Engineering Design

Students who demonstrate understanding can:

K-2-ETS1-2 Develop a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.

Science and Engineering Practices**SEP.2: Developing and Using Models**

Modeling in K–2 builds on prior experiences and progresses to include using and developing models (i.e., diagram, drawing, physical replica, diorama, dramatization, or storyboard) that represent concrete events or design solutions.

- Develop a simple model based on evidence to represent a proposed object or tool.

Disciplinary Core Ideas**ETS1.B: Developing Possible Solutions**

- Designs can be conveyed through sketches, drawings, or physical models. These representations are useful in communicating ideas for a problem's solutions to other people.

Crosscutting Concepts**CC.6: Structure and Function**

- The shape and stability of structures of natural and designed objects are related to their function(s).

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K-2-ETS1-3 Engineering Design	
<p>Students who demonstrate understanding can:</p> <p>K-2-ETS1-3 Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.</p>	
<p>Science and Engineering Practices</p> <p>SEP.4: Analyzing and Interpreting Data</p> <p>Analyzing data in K–2 builds on prior experiences and progresses to collecting, recording, and sharing observations.</p> <ul style="list-style-type: none"> Analyze data from tests of an object or tool to determine if it works as intended. 	<p>Disciplinary Core Ideas</p> <p>ETS1.C: Optimizing the Design Solution</p> <ul style="list-style-type: none"> Because there is always more than one possible solution to a problem, it is useful to compare and test designs.

Note: Performance Expectations, Science and Engineering Practices, Disciplinary Core Ideas, and Crosscutting Concepts appear as defined in the Next Generation Science Standards.